



Lost Lore:



Ecology of The Basilisk



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Ecology of the Basilisk

Tome of Ecological Lore — The Basilisk: Field Notes of Dax Jaedall

Ecology is the scientific study of interactions among organisms and their environments; it is the study not only of the interactions organisms have with each other, but also with the abiotic environment. Topics of interest to ecologists include the diversity, distribution, and population of organisms, as well as competition between them within and among ecosystems.

I seek to explain:

- Life processes, interactions and adaptations,
- The movement of materials and energy through living communities, and
- The abundance and distribution of organisms in the context of the environment.

Signed,

Lady Daxitroniusilluminarius “Dax” Jaedall, Sage of Scholars

To the Editor-in-Chief:

Per your mandate, I continue to send my report to you every new moon. The land here is best described as utterly desolate. These hills of nothing but rocks and boulders stretch to the horizon in every direction I look. The climate itself is a threat to life. The heat is oppressive, and while I lack the proper instruments to accurately measure such things (you sent me to catalogue the “King of Serpents” and not to report the weather after all), the air pressure is crushing. Add a total lack of humidity and you have the perfect recipe for pure misery.

My adventure began when one of the local men, sent as an escort, discovered what appeared to be the lair of some sort of predator. I was excited we might witness the creature of legend and fulfill my obligations to this scholarly endeavor. Upon arrival, I immediately noticed several strange rock formations around the mouth of the lair. Pieces of the stone were unmistakably parts of human and bestial anatomy. Much of it had the tell-tale mark of predation. The best sculptures in museums could not hope to compare with the accuracy and detail of the works of art lying about. These were, of course, not works of art at all. They were the work of the beast and the beast was indeed a basilisk, known to the locals as the “King of Serpents.”

I immediately set about creating a blind from which to observe the beast from the crest of a nearby hill. As there are many stories about how the basilisk kills, I knew to not look at the beast directly, lest I be petrified. Some stories tell of petrification by sight, similar to a medusa; other lore speaks of a tail that shoots a strange ray of energy that petrifies.

I was prepared for any event. Many years earlier, on the off chance I should encounter this very beast and find the stories of its gaze to be true, I’d found an exotic and rare spell in my research. Properly performed, the spell would conjure a thin protective layer over my eyes to protect me from the effects of the creature. My best guess gave more credence to the tail scenario than that of the gaze, but I

could ill afford to err due to my own pride.

Two locals and I sat atop the hill for three days, waiting for the beast to show itself. It was dawn on the fourth day when, at the cost of some adventurers looking for plunder, we had a bit of luck. Our blind was evidently sufficient to hide us from these foolhardy thrill seekers as well as the beast, for they marched forward, wholly unaware of their foolishness. I don’t know if they were brave, brash, foolish, or some combination of all three. Without any magical support from either the divine or arcane, they moved to the front of the lair and began to throw objects in.

It did not take long for the adventurers to get the response for which they hoped. The beast was laying in ambush alongside its lair and charged the fools at the entrance, knocking them on their backs; one was immediately petrified, whilst the fourth and fifth lunged toward the animal with limited skill and reckless abandon. I found it useful to watch the basilisk’s predatory instincts in action at full speed, though to see it charge was less than magnificent. I thought for a moment that a *slow* spell had been cast on the creature, only to realize it was sluggish and slow-moving. I observed the eight-legged gait and settled once and for all how an octopod manages locomotion.

At first I hoped the adventurers would kill the beast and inadvertently give me the chance to dissect it, but their lack of skill soon showed there could only be two possible outcomes: the beast would be hopelessly mutilated or the entire party of men would be petrified only to be perhaps eaten. I could not bear to witness such a beautiful beast mutilated so.

As silently as I could, I launched into casting the appropriate spells from my repertoire. I instantly conjured up a semi-solid wall of thorn bushes between the beast and the remaining adventuring group. I engulfed the men in *faerie fire* and watched as they began to panic, thinking themselves on fire. Then I quickly evoked simple missiles of force magic, which I skillfully caused to miss, (it takes remarkable skill to purposely miss with that particular spell, I must say) which effectively ended the fiasco. They ran off in sheer panic, hopefully never to return.

Although initially disappointed by this series of events, in retrospect I find it was exactly what I could have wished for. A live demonstration of the basilisk’s hunting skills, its deadly gaze attack, and its subsequent feeding on the petrified adventurers was more than any field researcher could have hoped to encounter.

Based on these descriptions, subsequent field research, and observations, I have entered the basilisk into my catalogue for your review.

Creature Catalogue: Basilisk

In reference to the locals’ “King of Serpents,” it is with understanding and study that this beast is no serpent at all, but is in fact a higher echelon of the class *Reptilia*. A serpent is distinguished as a legless lizard that lacks eyelids and external ears, whereas I have noted the basilisk ambulating upon eight great legs. The basilisk is like any amniote — a tetrapod whose egg has an additional membrane, originally to allow them to lay eggs on land — that is neither a mammal nor a bird. Unlike mammals, birds, and certain extinct reptiles, living basilisks have scales or scutes rather than fur or feathers, and are ectothermic. The basilisk’s most unique feature is its astonishing defensive and hunting ability, turning creatures to stone with its gaze.

History of the Basilisk

The first recorded reference to the basilisk I could track down was a tome entitled *Methusalitica Arcana*. The entry was brief but definitive in its reference to the basilisk.

“Rejoice not, heathens, for even though the rod that shall smite thee is broken, out of the serpent’s root shall come forth a basilisk! His fruit shall be a fiery vengeance and retribution.”

Drakonomic Taxonomy, a volume written a hundred years after the *Arcana*, includes the entry (Although my translation may be slightly off), “You will tread on the lion and the dragon and the asp, yet the basilisk will trample you under foot.”

Similar references are found in the written histories of most cultures I have researched. The basilisk has the reputation of being so utterly cruel that when it cannot kill animals with its baleful gaze, it turns upon herbs and plants and withers them. Some legends have suggested the basilisk can transmute stones into other materials with its blood. I may have found evidence to support this claim, or it may perhaps be a simple case of the witness misinterpreting the restoration of a previously petrified victim or body part.

Physiology of the Basilisk

The basilisks have been documented in nearly every type of environment and region. The basilisk has camouflage traits that make it adaptable to nearly every terrestrial environment. Like many species of animals, the color of its hide adapts to blend into the surroundings. Basilisks have been documented with hide tones ranging from brown or light tan in desert regions to deep green in forest regions.

Basilisks lair in deep caves, burrows or densely covered areas, usually littered with half-eaten statues of the basilisks’ prey.

A typical adult male ranges from 13 to 14 feet in length, nearly half that length consisting of its tail. Most males weigh upward of 300 to 350 pounds, depending on how recently they ingested a full belly of stone. Females tend to have a similar body structure but stubby tails and so are shorter in their overall length. The most notable feature is the short, curved horns that ring the head like a crown, the trait for which the basilisk has most likely earned the moniker of “King.” Young basilisks typically lack these bony ridges, developing them upon reaching maturity perhaps as an additional sign of fertility. The male brandishes its crown in mating rituals and to fend off the other competing males.

The adult basilisks are terrestrial and usually diurnal (obviously needing the prey to see them for their gaze to be effective) and will often bask in the sun to warm their bodies. Hatchlings hide under logs and stones and normally start as nocturnal, likely due to the fact adults are cannibalistic. Basilisks thrive in temperatures much lower than those tolerated by most reptiles and hibernate during deep winter seasons.

The diet of the basilisk consists primarily of the petrified remains of its prey. They have the ability to not only bite through and “chew” these remains, but it has been noted upon dissection that the gut of the basilisk contains a highly acidic solution. This acidic sludge not only dissolves stone and mineral matter, but is able to release the nutrients contained within. The process is noted for being very slow and may correlate to the basilisk’s “lazy” nature and sluggish hunting patterns. This pattern has been observed in the field with “Fidget,” who after my full three years in the field has been catalogued as specimen Mark #3. Fidget would rarely stalk prey and even more infrequent was his desire to chase down any prey that had the luck to avoid his gaze. He mainly relied on his ability to lay in wait, the element of surprise doing the bulk of his work for him.

The exact nature of the basilisk’s gaze has always been at the heart of my study. I conclude it is a type of elemental reaction, one that exists between the basilisk and the prey’s eyes. It has been hypothesized the reptile emits a type of radiation. I believe the pupils are in fact the key to this reaction and the radiation must

be absorbed by the victim’s retina. The radiation then triggers its reaction along the retinal surface, causing a chain reaction within the blood and tissue. This chain reaction begins in the eyes and can, through extremely careful observation, (such as I performed on many occasion with Fidget and the use of a *time stop* scroll) be seen to expand the reaction of flesh tissue to stone substance, like concentric waves in a pool of water.

Through experimentation, it appears that objects or abilities that render the prey’s pupils unable to absorb the direct radiation of the beast’s gaze render the attack useless. Through natural ability or the use of magic, those in *gaseous form* are also apparently immune to the effects of the basilisk’s gaze.

The basilisk has two sets of eyelids. The outer set is typical while the inner is translucent, somewhat like the membrane covering a frog’s eyes and referred to as a nictitating membrane. I believe this nictitating membrane is an adaption that protects and moistens the eye while not hindering vision. This allows the basilisk to move unhindered through brush without at any time having to disarm its primary weapon.

The basilisk’s eyes not only gaze attack but also have additional sensory attributes. The beast can easily navigate in the dead of night. Upon dissection, I have recorded filaments that indicate an ability to see great distances in low light. In the absence of light, a variant of darkvision is present.

When the beast was inactive, I was able to more carefully research its prey’s remains. Petrified victims are subject to all of the effects stones normally suffer, including weathering, chipping, sun and frost damage, attacks from a spell of *shatter*, etc. These effects may well destroy the unfortunate individuals.

Contrary to the locals’ stories, petrified victims that are weathered, chipped, or shattered, do not bleed. When reverted back to flesh with a *stone to flesh* spell, they awaken suffering pain caused by any misfortune that has befallen their stone forms. The few individuals intact enough for the spell die almost immediately due to the shock of missing limbs and trauma.

Knowledge of Basilisks

The following table shows the results of a Knowledge (arcana) check as it relates to basilisks. Those who study magical beasts will most likely have possession of this information.

Knowledge (arcana)

DC	Result
DC 10	Basilisks are wingless, eight-legged reptiles capable of turning creatures to stone.
DC 15	Basilisks territorially claim wide swaths of land. Their gaze is a lethal weapon by which they turn prey to stone.
DC 20	They typically hide and ambush their prey, and do not normally pursue prey that escapes, for they are slow and sluggish.
DC 25	They hate weasels, which are immune to the basilisk’s gaze attack. A creature petrified in this manner, when coated with fresh basilisk blood (no more than 1 hour old), can be instantly restored to flesh. A single basilisk typically contains enough blood to coat 1d3 Medium creatures in this manner.

Although I have documented the basilisk's diet on all types of petrified creatures, I have also recently witnessed the beast's ingestion of live, captured prey. The basilisk had sniffed out a nest of snakes, and before the snakes had met its gaze it had used its great maw to scoop them up.

An encounter I wish to witness is the confrontation between the basilisk and a being from another plane. I would like to document whether or not the gaze affects ethereal and astral creatures, for I suspect they would be unharmed. It should be noted here that some sages dispute this point. Further research, dangerous though it is, will be necessary to learn the full extent of the power of the basilisk's gaze.

In my studies I have found the basilisk's anatomy has particular arcane and alchemical uses. Two parts of the basilisk's eye are particularly useful. The internal lenses can be used as ingredients in potions, spell inks, and magic item crafting (e.g. *eyes of petrification*) concerned with petrifying creatures. Likewise, the inner eyelid can be used in magic concerned with protection against petrification.

My greatest discovery with regard to the basilisk, I believe, is that of the basilisk's bodily fluid. The blood that delivers necessary substances such as nutrients to the eyes and transports metabolic waste products away has an unexpected effect outside of the basilisk's body. I have found that the petrified remains of a victim, if thoroughly covered in fresh basilisk blood no more than an hour old, are restored to flesh. A single basilisk typically contains enough blood to coat three average human-sized individuals.

Psychology and Society of the Basilisk

Basilisks are normally solitary creatures and only inhabit overlapping territory when mating, although it has been documented when food sources are abundant that groups of basilisk can band together for protection.

These bands of basilisks seem to instinctively avoid looking directly at one another and, as so far as I've encountered, never deliberately use their gaze attack on one another. Even in contests of dominance, males have always tended to use their sharp teeth and horns against one another instead.

Mating of the basilisk typically occurs during the warmest seasons, and the eggs are laid in later months as the temperature began to cool. Leading up to this period of mating, males fight over females and territory by grappling with one another upon their hind legs, the loser eventually being pinned to the ground in submission. These males may vomit or defecate when preparing for the fight (so it's best not to stand near, even if invisible, as I learned).

Females are antagonistic and typically resist with their teeth during the early phases of courtship and mating. The winner of the fight between two basilisks will do a slow rhythmic motion at the female to gain information about her receptivity. Then the male fully restrains the female during coitus to avoid being hurt. Basilisks may be completely monogamous and form "pair bonds," a rare behavior for reptiles and one I have yet to fully document.

The female typically lays her eggs in the far reaches of a cave or a burrow cut into the side of a hill. Clutches contain an average of 20 eggs, which have an incubation period of 7–8 months. In the nesting stage, the mother basilisk does not eat or venture away from the clutch. The hatchlings have been documented to grow very rapidly and have reached 200 pounds in as little as six months time. The average length of maturation of a young basilisk is normally three seasons; whereupon it leaves the mother and goes off to find its own territory.

The majority of the basilisk's time is spent sleeping. Upward of 70% of a basilisk's time is spent lying in its lair in wait for prey to happen by.

Other sages have documented that the weasel and ferret are immune to the basilisk's gaze and sometimes sneak into basilisks' lairs in order to consume their young. I can neither confirm nor deny this behavior as I have yet to observe this.

Tips When Facing a Basilisk

Fortunately for those who encounter the basilisk, as I've noted, the creature is not particularly energetic or cunning. It will simply not comprehend the properties of items such as mirrors or protective devices used to reflect its gaze back upon itself. Aside from closing one's eyes or using a reflective surface, certain spells and magic can also be of great use. Spells or magical items that grant a Fortitude bonus can help to overcome the petrifying effect. Lastly, the spell I researched and mentioned above can help protect a subject in the likelihood of confrontation with the dreaded basilisk.

Usefull Spells

Certain spells are especially effective when confronting the basilisk, whether because it increases Constitution, directly alters spells or otherwise offers protection against its gaze attack.

- *Bear's Endurance*
- *Bless*
- *Flesh to stone* in case a gaze attack takes down a party member.
- *Gaseous Form* allows bypassing the effects altogether.
- *Good hope*
- *Guidance*
- *Heroism and Greater Heroism*
- *Rage*
- *Resistance*

New Spells

Gaze Protection

School abjuration; **Level** alchemist 3, cleric/oracle 3, druid 3, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S

Range touch

Target 1 living creature

Duration 10 min./level

Saving Throw Will negates (harmless); **Spell Resistance** Yes (harmless)

This spell wards the subject and creates a thin mystic layer over the subject's eyes to protect against gaze attacks. This covering does not affect the subject's vision. The subject gains the advantage of a 50% chance gaze attacks will not affect him and have no need to attempt a saving throw against the attack. The recipient gets no additional protection from averting his eyes while the spell lasts, though he can shut his eyes and entirely avoid the gaze.

Stone Séance

School divination [language-dependent]; **Level** cleric 2

Casting Time 10 minutes

Components V, S, DF

Range 10 ft.

Target one petrified creature

Duration 1 min./level

Saving Throw Will negates; see text; **Spell Resistance** no

This spell allows the caster to communicate with a petrified creature. You may ask one question per two caster levels. The petrified victim's knowledge is limited to what it knew prior to being petrified, including the languages it spoke. Answers are brief, strained, and repetitive, especially if the creature would have opposed you.

If the petrified creature's alignment was different from yours, the petrified victim gets a Will save to resist the spell. If successful, the petrified creature can refuse to answer your questions or attempt to deceive you, using Bluff. The creature can only speak about what

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it knew prior to becoming petrified. It cannot answer any questions pertaining to events that occurred after its petrification.

If the petrified creature has been subject to *stone séance* within the past week, the new spell fails. You can cast this spell on a creature that has been petrified for any amount of time, but the body must be mostly intact to be able to respond. A damaged petrified creature may be able to give partial answers or partially correct answers, but it must at least have a mouth in order to speak at all. This spell does not affect a petrified creature whose head has been removed.

Useful Items

Magic items can possibly make or break an encounter against the dreaded basilisk. The following items grant the wearer a boost either to their Fortitude save directly, or to their Constitution score:

- *belt of mighty constitution*
- *belt of physical might*
- *belt of physical perfection*
- *belt of dwarvenkind*
- *cloak of resistance*
- *manual of bodily health*
- *pauldrons of unflinching fortitude*
- *pale green ioun stone*
- *pink ioun stone*
- *stone salve*

New Magic Items

Mask of Gaze Protection

Aura faint abjuration; **CL** 5th

Slot head; **Price** 45,000 gp; **Weight** —

DESCRIPTION

This full-faced mask of carved ivory overlaid with fur is typically fashioned into the likeness of a weasel or ferret head with a missing lower jaw, allowing the bottom half of the wearer's face to remain visible.

The eyes of the mask are capped with lenses made of crystal. Even though the lenses are opaque, when the mask is in place on the wearer, his vision remains normal. While wearing the mask the wearer is immune to all gaze attacks.

CONSTRUCTION

Requirements Craft Wondrous Item, gaze protection; **Cost** 22,500 gp

Robe of Reflection

Aura strong abjuration;

CL 13th

Slot body; **Price** 91,000; **Weight** 2 lbs.

DESCRIPTION

This robe is made of interwoven basilisk

scales polished to a high sheen. The wearer is not protected from gaze attacks, but can instead reflect any gaze attack back upon the original attacker.

This robe also has a chance of reflecting back ray spells cast at the wearer as target. The wearer has a 50% chance of not being affected by a ray spell and can make a ranged touch attack back at the original caster, using his own base attack bonus and Dexterity modifier, as well as any feats that might apply.

CONSTRUCTION

Requirements Craft Wondrous Item, spell turning;

Cost 45,500 gp

Useful Feats

Several feats prove useful when combatting basilisks. Great Fortitude, of course, directly improves your chances to resist the creature's gaze attack, while Improved Great Fortitude grants you an all-important second chance should you fail your initial attempt. The Blind-Fight feat allows you to better fight the creature while keeping your eyes closed — thus negating its gaze attack.

Variant Monster

It has been rumored that truly magnificent specimen of basilisk exists. A mythic basilisk is one of the direct descendents of the first basilisk.

Basilisk, Mythic

This squat reptilian monster has eight-legs, rocky plates covering its hide, stone spurs jutting from its back, and eyes that glow with pale green fire.

MYTHIC ADVANCED BASILISK

CR 7/MR 3

XP 3,200

Pathfinder Roleplaying Game Bestiary "Basilisk," Advanced Simple Template, Pathfinder Roleplaying Game Mythic Adventures

N Medium magical beast (mythic)

Init +1; **Senses** darkvision 60 ft., low-light vision;

Perception +12

AC 24, touch 11, flat-footed 23 (+1 Dex, +13 natural)

hp 96 (7d10+28 plus 30)

Defensive Abilities fortification, stone resilience; **DR** 5/epic

Fort +11, **Ref** +6, **Will** +7

Speed 20 ft.

Melee bite +13 (1d8+9)

Special Attacks gaze, mythic power (3/day, surge +1d6), petrification aura

Str 22, **Dex** 12, **Con** 19, **Int** 2,

Wis 17, **Cha** 15

Base Atk +7; **CMB** +13;

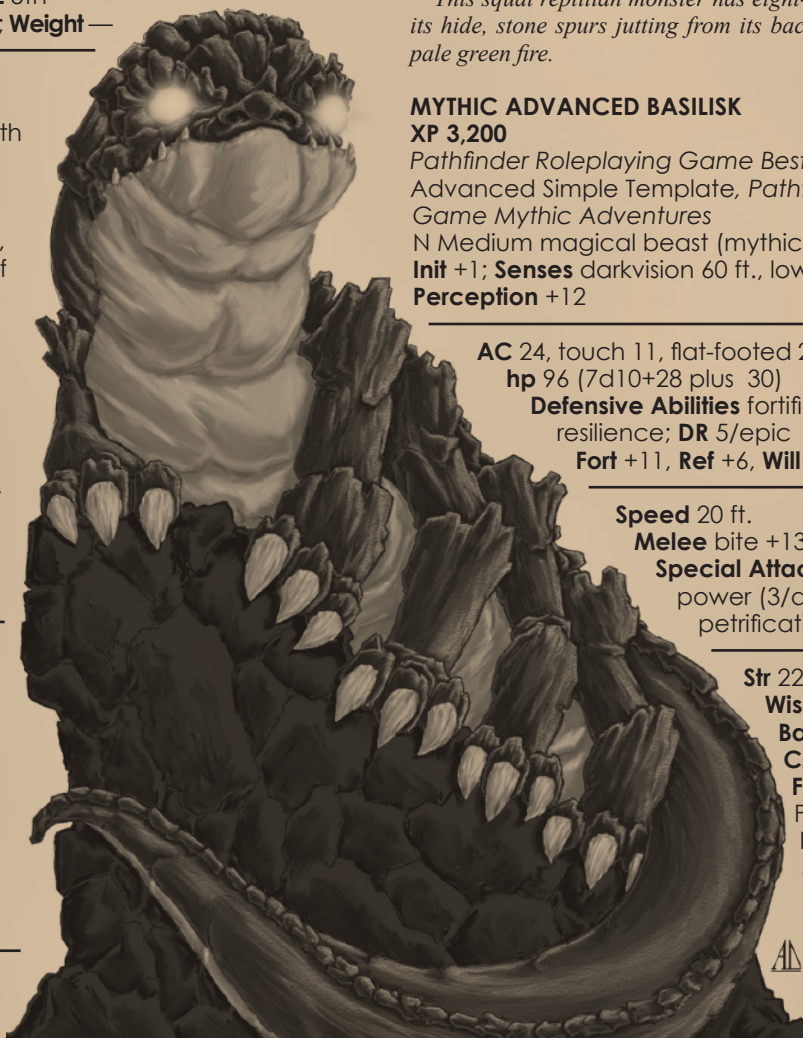
CMD 24 (32 vs. trip)

Feats Blind-Fight, Great Fortitude^M, Iron Will, Skill Focus (Perception)^M

Skills Perception +12, Stealth +12; **Racial Modifiers** +4 Stealth



Environment any
Organization solitary, pair, or



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colony (3–6)

Treasure incidental

Fortification (Ex) The stone spurs and ridges has a 50 % chance to treat any critical hit or sneak attack as a normal hit, as if wearing *moderate fortification* armor.

Gaze (Ex) Turn to stone permanently (as *flesh to stone*), range 30 feet, Fortitude DC 17 negates. A creature petrified in this matter that is then coated (not just splashed) with fresh basilisk blood (taken from a basilisk no more than 1 hour dead) is instantly restored to flesh. A single basilisk contains enough blood to coat 1d3 Medium creatures in this manner. The save DC is Constitution-based.

Petrification Aura (Su) A creature within 30 feet of a mythic basilisk on its turn must successfully save or be subjected by petrification as if it had been gazed attacked.

Stone Resilience (Ex) Once per round, a mythic basilisk can ignore an attack that would reduce it to negative hit points or kill it. The basilisk takes no damage from the attack. As an immediate action, a mythic basilisk can expend one use of mythic power to use this ability to ignore all attacks from one creature for 1 round.

New Class

Naturally Awakened Basilisk (Bestiary Class)

This section provides an outline of the process for building a basilisk character by level progression, beginning with the entry from *Pathfinder Roleplaying Game Bestiary*, “basilisk” and breaking it down into class levels. According to the *Pathfinder Roleplaying Game Bestiary* official rules, if a player wishes to play a monster, one is to use the CR as its level equivalent. In this document the basilisk is split into levels by Hit Dice with 1 HD = 1 class level, or “Racial Level.” A naturally awakened basilisk obtains its intelligence through a random mutation in its evolution and only acquires a +1 HD and +1 CR modifier to the overall class progression, rather than the +2 HD acquired when using the *awaken* spell. In addition to the advancement the basilisk receives below, they also receive the normal character advancements and level dependent bonuses from the *Pathfinder Roleplaying Game*.

Role: The basilisk is often in a position to determine whatever role they choose and may fulfill many roles for the party in attack or defense.

Alignment: Basilisks, while they may be of any alignment, tend toward neutral or evil.

Hit Die: d10.

Class Skills

The basilisk’s class skills (and the key ability for each skill) are Acrobatics (Dex), Climb (Str), Intimidate (Cha), Perception (Wis), Stealth (Dex) and Swim (Str); Racial Modifiers: See Advancement Table

Skill Ranks at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the basilisk class.

Weapon and Armor Proficiency: Basilisks gain proficiency with all their natural weapons, but not with armor or shields.

Senses: darkvision 60 ft., low-light vision

Speed: 20 ft.

Age Category and Size: The basilisk starts at 1st level as Small and increases to Medium at 3rd. Normal size bonus increases and penalties to Strength, Dexterity and Constitution are already included in the table.

Many of a basilisk’s abilities, attacks, and other statistics improve as a basilisk grows older. These increases are typically portrayed in game terms as increases in Hit Dice or levels, but this is not the only way a basilisk can increase its size and power.

Naturally awakened basilisks have the ability to consume magic items and treasure that have been petrified on prey to artificially age. If the appropriate amount of treasure value is consumed, in conjunction with the normal amount of experience points, the basilisk may select the next bestiary level. If the amount of experience points have been reached, but the basilisk has not acquired the treasure value to be able to consume, the character may take levels in other character classes, such as fighter. The consumed gold piece value to increase levels is listed within the table.

Level	Amount of GP Value to be consumed to reach next level
2	40 gp
3	90 gp
4	160 gp
5	250 gp
6	360 gp
7	490 gp
8	640 gp

Languages: Common; bonus language Draconic

Special Abilities

Gaze (Ex) Beginning at 4th level, the basilisk gains the ability to turn targets to stone permanently (as *flesh to stone*), Fortitude save negates. Unlike a fully developed gaze attack, a young basilisk can use this ability only once per day and can only use it as an active attack against a single target within 10 feet. At 6th level its range

Table: The Basilisk

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+2	+0	+2 Str, +2 natural armor, bite (1d4), Small size
2	+2	+3	+3	+0	+2 Con, scent, +4 stability
3	+3	+3	+3	+1	+2 Str, –2 Dex, +2 natural armor, bite (1d6), Medium size
4	+4	+4	+4	+1	Petrifying gaze (1/day, 10 ft.), +6 stability
5	+5	+4	+4	+1	+2 Con, +2 natural armor, +2 Stealth
6	+6	+5	+5	+2	+2 Wis, Petrifying gaze (3/day, 30 ft.), +8 stability
7	+7	+5	+5	+2	+2 Str, +2 natural armor, bite (1d8)
8	+8	+6	+6	+2	Petrifying gaze (unlimited, 30 ft.), +12 stability, +2 Stealth

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extends to 30 feet, and the basilisk can use its gaze in this manner up to three times per day. At 8th level its gaze attack fully matures, and it can use it at will. A creature petrified in this manner that is then coated (not just splashed) with fresh basilisk blood (taken from a basilisk no more than 1 hour dead) is instantly restored to flesh. A single basilisk contains enough blood to coat 1d3 Medium creatures in this manner. The save DC is Constitution-based.

Stability (Ex) As the basilisk learns to coordinate its multiple legs, it begins to receive a stability bonus to its CMD. Beginning at 2nd level, the basilisk finally discovers this ability and gains a +4 to CMD versus trip and bull rush, and an additional +4 at 4th, 6th, and 8th level.

Conclusion

In closing, this predator has shown a great adaptability to almost all environments. I have made this catalogue entry in full and hereby request a new assignment. As there is little else of import to relate, I dutifully sign off until the next new moon.

With knowledge,
Lady Dax Jaedall, Sage of Scholars

About the Author

Lady Daxitroniusilluminariious Jaedall (NG female human druid 4/wizard 7/ranger (warden) 3/loremaster 3) is a renowned sage and scholar. She began her career as an adventurer and scout. Taking odd jobs, such as surveying lands, eventually found that she had more than an innate curiosity of nature and wanted to invest more time into study. She was admitted into an arcane university and soon returned to the field, studying life forms of all types.

LOST LORE: ECOLOGY OF THE BASILISK

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